

OVERSEA

PALAMÉDES

Game Manual

Date: September 3, 1990

Made by A. Fujita

V.G. R & D Section

Central R & D

Taito Corporation

54.00

11.

## "PALAMÉDES"

## Basic Rules:

★ Eliminate dice by shooting the holding dice against the falling dice with the same spot(s).

A-Button ..... for selecting dice.

B-Button ..... for shooting dice.

4-Way Joystick... for moving the player's character by turning it left or right, as well as for deciding winning structures by turning it down.

★ When the spot(s) of the shooting dice is the same one(s) as that of the falling dice, dice disappear. And up to 6 pieces of dice can be stocked in the winning structure window located on the lower side of the screen.

★ When any of the winning structures (shown in the separate table) is made, up to 5 rows (depending on the kind of winning structures) can be eliminated at once by turning the joystick down.

★ The game ends when the falling dice reach the lower line.


## ■ Kinds of Winning Structures


### [ Dice of A Kind ]

When 3 pieces of the same spot(s) of dice are arranged, one row of dice can be eliminated.

When more than 3 pieces of the same spot(s) of dice are arranged, every one more piece will increase the elimination number of the rows of dice one by one.

(For example)

By  → 1 row of dice can be eliminated.


By  → 4 rows of dice can be eliminated.


### [ Sequence of Dice ]

When 3 pieces of the spot(s) of dice are arranged like 1·2·3 or 3·4·5, one row of dice can be eliminated.

Like the "dice of a kind," when more than 3 pieces of the same spot(s) of dice are arranged, every one more piece will increase the elimination number of the rows of dice one by one.

(For example)


By  → 1 row of dice can be eliminated.

By  → 3 rows of dice can be eliminated.

### [ 3 Pairs of Dice ]

When 3 pairs of 2 pieces of the same spot(s) of dice are arranged, 3 rows of dice can be eliminated.


(For example)

By  → 3 rows of dice can be eliminated.

(21)

When the total number of the spots of dice is "21",  
one row of dice can be eliminated.

(For example)

By   $\rightarrow$  1 row of dice can be eliminated.

[Combinations]

Two kinds of winning structures of dice  
can be used as a combination of winning structures.

For example, in case that the spots of dice are  
"1 · 2 · 3 · 4 · 4 · 4", the spots of dice "1 · 2 · 3 · 4"  
make "sequence of dice" (for eliminating 2 rows  
of dice) and also the spots of dice "4 · 4 · 4" make  
"dice of a kind" (for eliminating 1 row of dice),  
thus the total 3 rows of dice can be eliminated by  
this combination.

## "PALAMÉDES"

There are 3 kinds of game mode in "PALAMÉDES".

Select one of them.

< Normal Game > for 1 or 2 players

☆ By clearing the falling dice, challenge it to proceed into how many levels of the game.

< VS. Game > for 2 players

☆ 2 player simultaneous competition game, in which a player will lose the game when the falling dice of his area reach the lower line.

( A player who gains 2 sets first wins the game. )

☆ When a player makes winning structures to eliminate the some rows of dice at once, the number of the falling dice of the other player's area is increased accordingly.

( In the handicap mode, conditions can be changed. )

< Tournament Mode > for 1 player

☆ This is a tournament system game mode for fighting successfully through the game against the game computer. When the player can win successfully 4 times, he obtains the championship of the game.

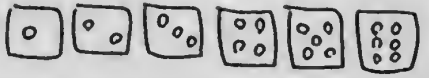
# "PALAMÉDES"

## Play Techniques

① The basic technique is to make "3 pairs."

As this winning structure can be comparatively easily made and 3 rows of dice can be eliminated at once, it is recommended for the beginners to make this winning structure.

② A 5-row clearing technique

By arranging 6 pieces of dice like , 5 rows of dice can be eliminated at once.

③ SPECIAL DICE

??? MYSTERY .....



## &lt; SETTING OF DIP SWITCH A &gt;

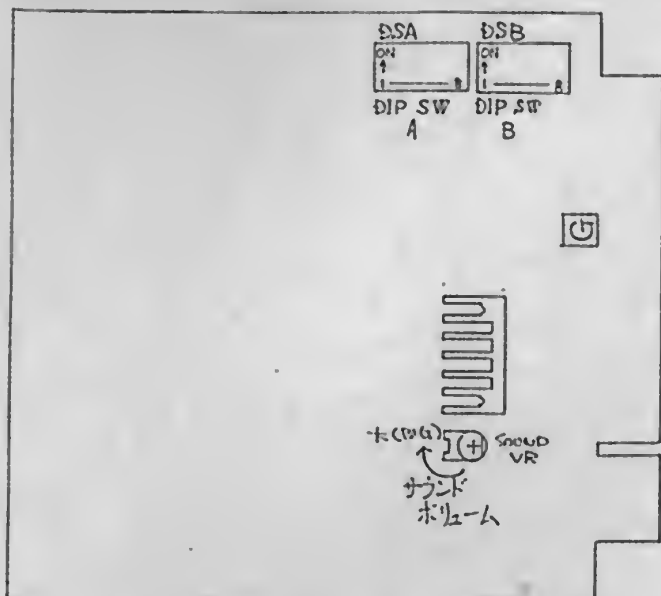
		1	2	3	4	5	6	7	8
(NOT USED)	_____	OFF ON							
SCREEN ROTATION	NORMAL REVERSE		OFF ON						
TEST MODE	NORMAL GAME TEST MODE			OFF ON					
ATTRACT SOUND	WITH WITHOUT				OFF ON				
PLAY PRICING	1COIN 1PLAY 2COIN 1PLAY 3COIN 1PLAY 4COIN 1PLAY					OFF ON OFF ON	OFF ON		
(NOT USED)	_____ _____ _____							OFF ON OFF ON	OFF ON

## &lt; SETTING OF DIP SWITCH B &gt;

		1	2	3	4	5	6	7	8
GAME DIFFICULTY EASY(A) DIFFICULT(D)	RANK B RANK A RANK C RANK D	OFF ON OFF ON	OFF ON						
(NOT USED)	_____ _____ _____			OFF ON OFF ON	OFF ON				
SPECIAL DICE	1000 LINE 500 LINE 2000 LINE 3000 LINE					OFF ON OFF ON	OFF ON		
(NOT USED)	_____ _____							OFF ON	
GAME TYPE	D E								OFF ON

OVERSEA VERSION

\* NORMAL SETTING IS ALL OFF.



1990.9.6

(パナマ) 2

PALAMEDES

(DIP SWのデフォルトはPUSHボタンAとB表示がJAMMAの表現と逆になっています。量産時対応します)

G CONNECTOR				
GND	1	A	GND	
GND	2	B	GND	
+5v	3	C	+5v	
+5v	4	D	+5v	
-5v	5	E	-5v	
+12v	6	F	+12v	
POST	7	H	POST	
METER A	8	J	METER B	
LOCKOUT A	9	K	LOCKOUT B	
SP (+)	10	L	SP (-)	
SOUND	11	M	SGND	
R	12	N	G	
B	13	P	SYNC	
VIDEO GND	14	R	SERVICE	
NC	15	S	<del>TILT</del> NC	
COIN A	16	T	<del>COIN B</del> NC	
SEL-1P	17	U	SEL-2P	
1P UP	18	V	2P UP	
1P DOWN	19	W	2P DOWN	
1P LEFT	20	X	2P LEFT	
1P RIGHT	21	Y	2P RIGHT	
1P PS A	22	Z	2P PS A	
<del>1P</del> 2P PSB	23	a	<del>1P</del> 2P PSB	
NC	24	b	NC	
NC	25	c	NC	
NC	26	d	NC	
GND	27	e	GND	
GND	28	f	GND	